

Kyrylo C.

iOS Engineer with VPN experience

SUMMARY

- Motivated software engineer with 7 years of iOS development experience (Swift, SwiftUI, and Objective-C).
- Over 30 App Store project launches for iOS/macOS, including VPN, OpenVPN protocols, and deploy VPN servers)
- Comfortable in both sole developer and team player roles, team-lead experience
- Back-end experience with GoLang (last two years)
- Upper-Intermediate English
- Available to start ASAP

SKILLS

Main Technical Skills	Swift (7 yr.), Go, OpenVPN
Programming Languages	Objective-C, Solidity
Scala Frameworks and Libraries	Akka Actors
UI Frameworks, Libraries, and Browsers	Auto Layouts (Figma)
Mobile Frameworks and Libraries	Crashlytics, KeychainSwift, Moya
.NET Platform	.NET
Databases & Management Systems / ORM	Firebase, Realm, RealmDb
Cloud Platforms, Services & Computing	Oracle OCI
Amazon Web Services	AWS Cloudformation, AWS Cognito
iOS Libraries and Tools	APNS (Apple Push Notification Service), AVFoundation, CocoaPods, Combine framework, Core Location, MapKit, SceneKit, SwiftPM, SwiftUI, UIKit, URLSession
Deployment, CI/CD & Administration	CI/CD

Methodologies, Paradigms and Patterns	DRY, MVC (Model-view-controller pattern), MVVM, SOLID
UI/UX/Wireframing	Figma
Platforms	Firebase
Version Control	Git
SDK / API and Integrations	Google API, Google Maps API, Google Maps SDK, RESTful API
Third Party Tools / IDEs / SDK / Services	IMA DAI, XCode
Operating Systems	iOS, tvOS
Mail / Network Protocols / Data transfer	Network Extension, WebSockets
QA, Test Automation, Security	Postman
Other Technical Skills	AdMob, AppLovin, ARC, ChromeCast, CoreHaptics, Digital rights management (DRM), DispatchSemaphore, GCD, GRDB.swift, Instruments, iPadOS, Lock, MPOS, mTLS, Multithreading, MVVM+Rx, NeedleFoundation, NF525, Notification extension, OOP/MVC, RevenueCat, Semaphore, Sign in with Apple/Google, SPM, SpriteKit, SSOT, StoreKit2, Storyboard, Swift-Certificates, Tuist, UDF, URLSession, VisionKit, Widget extension, WidgetKit, Wireguard, x509, Xcode Cloud, XcodeGen, XIBs, YAGNI

WORK EXPERIENCE

Senior iOS Developer, BANK/Clearing House

SEP 2023 - MAY 2024

- Worked on an iOS mobile bank application with a team of 9 people.
- Built the architecture of the application, made a local cache for quickly displaying data, and made each module a separate mini-application that can work independently.
- Improved the previous application by reducing the number of crashes, and increased user retention by improving performance
- Introduce Data Driven UI using SwiftUI.
- Set up CI/CD

Senior iOS Developer

Sep 2023 - Nov 2023

- Worked on 2 iOS POS applications with a team of 8 people.
- Integrate NeedleFoundation and separate each feature into individual components



- Introduce Xcode Cloud for delivering builds to QAs
- Implemented mTLS using URLSession
- Implemented X.509 certificate validation using the Swift-Certificates library
- Refactor SDK to modern Swift concurrency

Team Lead iOS Developer, Ruliad

Sep 2022 - Sep 2023

- Worked on an online encyclopedia of alcohol and cocktails with a team of 7.
- Implement DataDriven UI
- Optimized application performance, resulting in a 30% improvement. Implemented efficient algorithms, identified and resolved bottlenecks, and fine-tuned critical components to enhance overall responsiveness and user experience
- Established seamless communication between iOS and backend teams for efficient project coordination

Senior iOS Developer, GL

Aug 2020 - Aug 2022

- Worked on OTT platforms for famous broadcasting companies, with different team sizes from 20 to 8 developers.
- Enhanced app performance by 20% through the recreation of the shared Electronic Program Guide (EPG) across three applications
- Implemented a ChromeCast module enabling casting of both 'On Demand' (including DRM) and live content to devices with ChromeCast capability
- Integrate IMA DAI
- Worked closely with tvOS, iOS, and iPadOS. Organized shared code into Swift Package Manager, making it easy to reuse across all projects
- Customized specific logic within each project

Middle iOS Developer

Aug 2019 - June 2020

- Worked on an mPOS platform for famous clothing brands with a team size of 40 people.
- Implemented NF525 fiscalization with my colleague
- Resolved database synchronization issues, deadlocks, and race conditions, tracked memory leaks, and implemented fixes.
- Synchronized the main mPOS app with the Self Checkout app using Bonjour for seamless communication between the two applications.

Middle iOS Developer, Nebula labs Technologies

Aug 2018 - May 2019

- Developed sports, emoji, and corporate applications with team size of 3 people.
- Converted a Cordova application into a native iOS application, starting from scratch and delivering to the release candidate stage
- Worked with a team on a sports application



Junior iOS Developer

Feb 2018 - Aug 2018

- Worked on an astrology app.
- Implement Birth charts

Junior iOS Developer

Aug 2017 - Jan 2018

- Developed various projects as a solo developer, including readers, quizzes, time trackers, and forums.
- Developed apps from scratch to release candidates and successfully published them on the App Store.

ACHIEVEMENTS

- **VPN Application:** Created applications from scratch for iOS/macOS, utilizing OpenVPN protocols, and deployed VPN servers
- **JumpyGo:** Created a game using SceneKit + SpriteKit, featuring various effects, background customization, texture modifications, and remote config for events
- **KharkivBus:** Real-time transportation tracking application for the city of Kharkiv
- **Vibroggy:** App that uses CoreHaptics for advanced vibration by template.
- **OneTouchWellness:** Health app with HealthKit, data exchange between Apple Watch and iPhone
- **Roblox Editor:** Project creation from scratch to completion, working solo – including UW mapping, texture creation based on applied templates, chosen colours, or stickers on various parts of the 3D mode
- **QRCode:** App for scanning and creating various types of QR codes with customization options
- **NDA:** NeedleFoundation, modularizing projects into components, and organizing them into separate packages using Swift Package Manager (SPM). Additionally, implemented mTLS using URLSession with x509 certificate validation and certificate pinning.
- **Challenging UI task:** Implemented an Electronic Program Guide (EPG) using UICollectionViewLayout, with custom cell dequeue from an inner cache for very wide cells (around 2000 pixels).
- **Most challenging logic task:** Identified and resolved a race condition in database reading and writing specifically during the receipt synchronization process. Introduced synchronization using Semaphore. To pinpoint the issue, created a payload for the database reading and writing processes, limiting calls to detect the specific place and scenario where the race condition occurred.

EDUCATION

Simon Kuznets Kharkiv National University of Economics

2018-2020

BA, Computer Science



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Kharkiv Radio Engineering Vocational College

2014 - 2018

BA in Engineering, Computer Engineering

